In the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1.   (currently amended) In a networked system that includes a client and a server, a method for the client discovering ~~particular information on the networked system~~ and connecting to the server, the method comprising:

initiating a request at the client to discover the ~~particular information~~ server, wherein the request is made using at least one of:

(i)   a broadcast procedure; and

(ii)   a multicast procedure;

receiving a response to the request from ~~a~~ the server after a random delay time; and

establishing a connection with the server after receiving the response.

2.   (original) A method as recited in claim 1, wherein the request is further made using a randomized exponential backoff strategy.

3.   (currently amended) A method as recited in ~~claim 2~~ claim 1, wherein the response includes information about a server IP address and TCP port where the client can make the connection with the server. ~~request identifies a particular part of a server where the particular information may be located.~~

4.   (currently amended) A method as recited in ~~claim 2~~ claim 1, wherein the client is a television that is configured to provide programming content.

5.   (original) A method as recited in claim 4, wherein the client is a television and the server is a computer device.

6.   (currently amended) A method as recited in ~~claim 2~~ claim 1, further comprising ~~a step for~~ receiving a second response to the request from a second server after the random delay time.

7.   (currently amended) A method as recited in claim 6, wherein ~~the step for~~ establishing a connection further comprises ~~a step for~~ determining not to connect to the second ~~sever~~ server.

8.   (currently amended) A method as recited in claim 7, wherein ~~the step for~~ determining not to connect to the second server is based on at least one of:

    (i)   whether the client has established a connection with another server; and

    (ii)   a characteristic of the server with which the client establishes a connection.

9.   (currently amended) A method as recited in claim 8, wherein the characteristic of the server is a version of the server contained in the response.

10.   (currently amended) A method as recited in ~~claim 2~~ claim 1, further comprising:

    discovering a network disconnect;

    initiating a second request at the client to discover the ~~particular information~~ server, wherein the second request is made using at least one of:

(i)   a broadcast procedure; and

~~(iii)~~(ii) a multicast procedure;

receiving a subsequent response to the second request from the server after a

random delay time; and

establishing a second connection with the server.

11.   (currently amended) A method as recited in claim 10, wherein the <u>second</u> request

is further made using a randomized exponential backoff strategy.

12.   (currently amended) A method as recited in<u> claim 1, wherein the request includes

a random identifier that is repeated in the response.</u> ~~claim 2, wherein the request uses a user

datagram protocol.~~

13.   (currently amended) A networked system comprising:

a server coupled to a network; and

a client coupled to the network, wherein the client is configured to selectively provide a

request on the network to discover the server, wherein the client is configured to selectively

provide programming content to a viewer, and wherein the a request is made at least one of (i) a

broadcast procedure and (ii) a multicast procedure<u>, and wherein the client is configured to

selectively establish a connection with the server after receiving a response to the request from

the server</u>.

14.   (currently amended) A ~~method~~ <u>networked system</u> as recited in claim 13, wherein

the request is further made using a randomized exponential backoff strategy.

15.   (original) A networked system as recited in ~~claim 14~~ claim 13, wherein the network is a home network.

16.   (currently amended) A networked system as recited in ~~claim 14~~ claim 13, wherein the response includes information about a server IP address and TCP port where the client can make the connection with the server. ~~request identifies a particular part of the server where desirable information is located.~~

17.   (original) A networked system as recited in ~~claim 14~~ claim 13, wherein the client is a television.

18.   (original) A networked system as recited in claim 17, wherein the client is a TV and the server is a computer device.

19.   (original) A networked system as recited in claim 13, wherein the request includes a random identifier that is repeated in the response. ~~claim 14, wherein the request uses a user datagram protocol.~~

20.   (currently amended) A computer program product for implementing within a computer system a method for discovering ~~particular information~~ and connecting to a server on the networked system, the computer program product comprising:

a computer readable medium for providing computer program code means utilized to implement the method, wherein the computer program code means is comprised of executable code ~~for implementing the steps~~ for:

initiating a request at ~~the~~ a client to discover ~~the particular information~~ a server, wherein the request is made using at least one of:

(i)   a broadcast procedure; and

(ii)   a multicast procedure;

receiving a response to the request from ~~a~~ the server after a random delay time; and

establishing a connection with the server after receiving the response.

21.   (original) A computer program product as recited in claim 20, wherein the request is further made using a randomized exponential backoff strategy.

22.   (currently amended) A computer program product as recited in ~~claim 21~~ claim 20, wherein the client is a television that is configured to provide programming content.

23.   (currently amended) A computer program product as recited in ~~claim 21~~ claim 20, wherein the client is a television and the server is a computer device.

24.   (currently amended) A computer program product as recited in ~~claim 21~~ claim 20, wherein the computer program code means is further comprised of executable code for ~~implementing a step for~~ receiving a second response to the request from a second server after the random delay time.

25.   (currently amended) A computer program product as recited in claim 24, wherein ~~the step for~~ establishing a connection further comprises ~~a step for~~ determining not to establish a connection to the second ~~sever~~ server.

26.   (currently amended) A computer program product as recited in claim 25, wherein ~~the step for~~ determining not to establish a connection to the second server is based on at least one of:

        (i)   whether the client has established a connection with another server; and

        (ii)   a characteristic of the server with which the client establishes a connection.

27.   (currently amended) A ~~method~~ computer program product as recited in claim 26, wherein the characteristic of the server is a version of the server contained in the response.

28.   (currently amended) A computer program product as recited in ~~claim 21~~ claim 20, wherein the computer program code means is further comprised of executable code for implementing:

discovering a network disconnect;

initiating a second request at the client to discover the ~~particular information~~ server, wherein the second request is made using at least one of:

(i)   a broadcast procedure; and

(ii)   a multicast procedure;

receiving a subsequent response to the second request from the server after a random delay time; and

establishing a second connection with the server.

29.   (currently amended) A ~~method~~ computer program product as recited in claim 28, wherein the request is further made using a randomized exponential backoff strategy.